

What is claimed is:

2                   1. A method for facilitating real-time interaction between a user and a digitally  
3 represented visual environment within which the user's moving image is integrated, said method  
4 including the use of a computer, electronic memory, a display, a video camera, and a video input  
5 device, the method comprising the steps of:

6                   storing a first computer generated digital image in said electronic memory;

7                   assigning a velocity of movement to said digital image, said velocity of movement  
8 including a rate of movement and a direction of movement of said digital image;

9                   recording the image of said user using said video camera;

10                  simultaneously displaying the image of said user and said stored first digital image  
11 onto said display, at a predetermined refresh rate;

12                  digitally repositioning said displayed first digital image on said display according  
13 to said assigned velocity of movement;

14                  comparing the relative position of said displayed image of said user and said  
15 displayed first digital image;

16                  determining when said displayed first digital image and the displayed image of  
17 said user are within a predetermined distance on said display;

18                  changing said velocity of movement of said displayed first digital image in  
19 response to determining that said displayed first digital image and the displayed image of said

1 user are within said predetermined distance; and

2 simultaneously displaying said first digital image at said new velocity of  
3 movement, and the image of said user.

1 2. A method for facilitating real-time interaction between a user and digitally  
2 represented text data on a display within which the user image is integrated, the method  
3 comprising the steps of:

4 storing text data in said electronic memory;

5 assigning a velocity of movement to said text data, said velocity of movement  
6 including a rate of movement and a direction of movement of said text data;

7 recording the image of said user using a video camera;

8 simultaneously displaying the image of said user and said stored text data onto  
9 said display, at a predetermined refresh rate;

10 digitally repositioning said displayed text data on said display by said assigned  
11 velocity of movement;

12 comparing the relative position of said displayed image of said user and said  
13 displayed text data;

14 determining when said displayed text data and the displayed image of said user

are within a predetermined distance on said display;

changing the velocity of movement of said displayed text data in response to  
determining that said displayed text data and the displayed image of said user are within said  
predetermined distance; and

simultaneously displaying said text data at said new velocity of movement and the  
image of said user.

3. The method of claim 2, wherein said display includes an upper edge and a  
lower edge, and said velocity of movement of said text data includes a direction towards said  
lower edge of the display.

4. The method of claim 2, wherein said velocity of movement of said text data  
includes a first rate of movement, and said new velocity of movement of said text data includes a  
second rate of movement.

5. The method of claim 2, wherein said new velocity of movement of said text  
data includes no movement.

6. The method of claim 2, wherein said assigned velocity of movement of said text data includes a first direction of movement, and said new velocity of movement of said text data includes a second direction of movement, said second direction of movement being opposite said first direction of movement.

7. The method of claim 2, wherein said text data is initially displayed on said display at a predetermined location prior to moving at said assigned velocity.

8. The method of claim 2, wherein prior to performing the step of storing text data into electronic memory, a step of receiving text data from a keyboard is performed.

9. A method for facilitating real-time interaction between a user and digitally represented text data on a display within which the user image is integrated, the method comprising the steps of:

storing text data in an electronic memory;

assigning a velocity of movement to said text data, said velocity of movement including a rate of movement and a direction of movement of said text data;

storing a threshold pixel color value in electronic memory;

8 recording the image of said user using a video camera;

9 simultaneously displaying the image of said user and said stored text data onto  
10 said display, at a predetermined refresh rate, thereby creating a combined image;

11 determining a destination of said text data, according to the assigned velocity, said  
12 text data destination being the point within the combination image where the text will next be  
13 displayed;

14 measuring the pixel color value of the displayed image at the determined text data  
15 destination;

16 comparing the measured pixel color value at the text data destination with said  
17 stored threshold color value;

18 displaying said text data at said text data destination in response to said comparing  
19 step determining that said measured pixel color value at the text data destination is less than said  
20 stored threshold color value; and

21 displaying said text data at a position within said combined image on said display  
22 other than said text data destination in response to determining in said comparing step that said  
23 measured pixel color value at the text data destination is greater than the stored threshold color  
24 value.

1                   10. The method of claim 9, further comprising the step of changing the velocity  
2 of the text data in response to said comparing step determining that said measured pixel color  
3 value at the text data destination is greater than the stored threshold color value.

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